THE LONG WALK

Rules and Notes
14th Edition V2.3

FOR ALL THE MONEY IN THE WORLD

TO PROTECT THE ONES YOU LOVE

TO STAND UP FOR WHAT YOU BELIEVE

HOW FAR COULD YOU GO?

WALK OR DIE?

WALK LOG

Name:
Address:
Emergency Contact:
Wish:
Number:

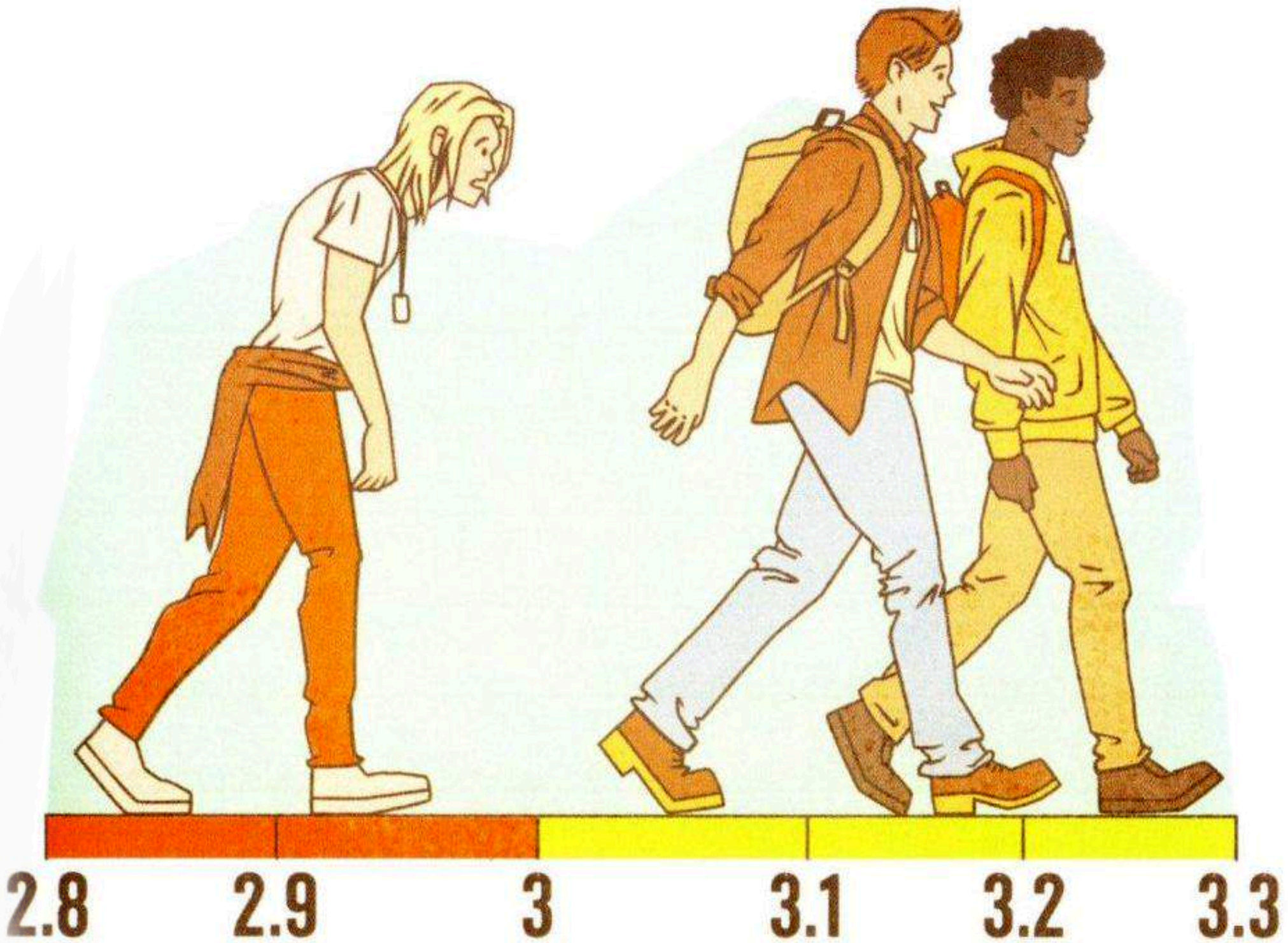
DID YOU BRING IT?

- [ ] Backpack
- [ ] Number Tag
- [ ] Notebook
- [ ] Pen
- [ ] Map
- [ ] Acceptance Letter
- [ ] Canteen
- [ ] Power Bank
- [ ] Camera
- [ ] Snacks
- [ ] Gum
- [ ] Toilet Paper

Contacts

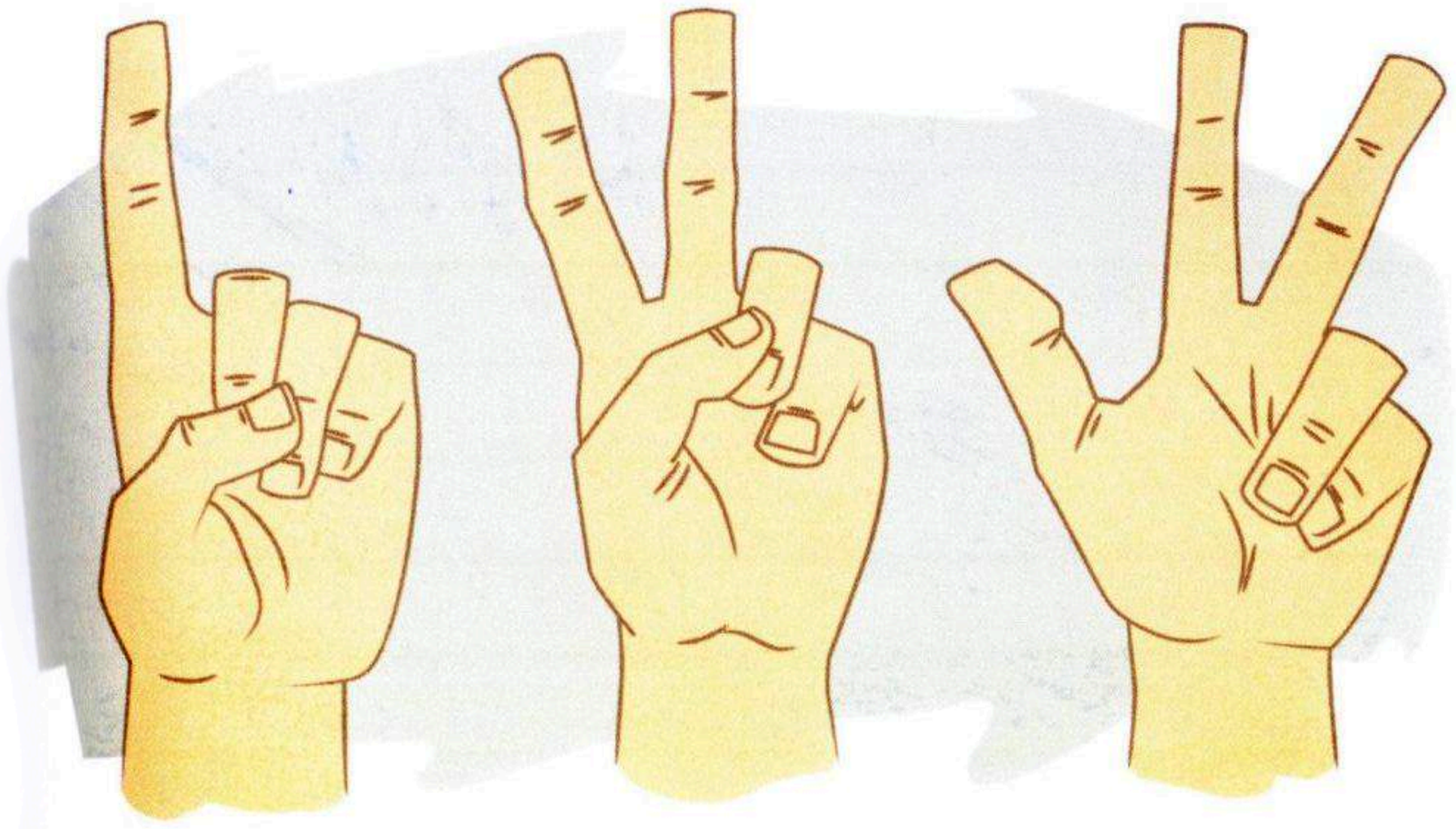
✖	Name	#	Home

RULE 1: MAINTAIN SPEED



Walkers must maintain a speed of at least three miles per hour.

RULE 2: WARNINGS



Walkers receive warnings for dropping below the minimum speed or for impeding the progress of other walkers.

RULE 3: ELIMINATION

If a walker receives three warnings within an hour, they are eliminated (executed) by the accompanying soldiers.

1-2-3 ✕

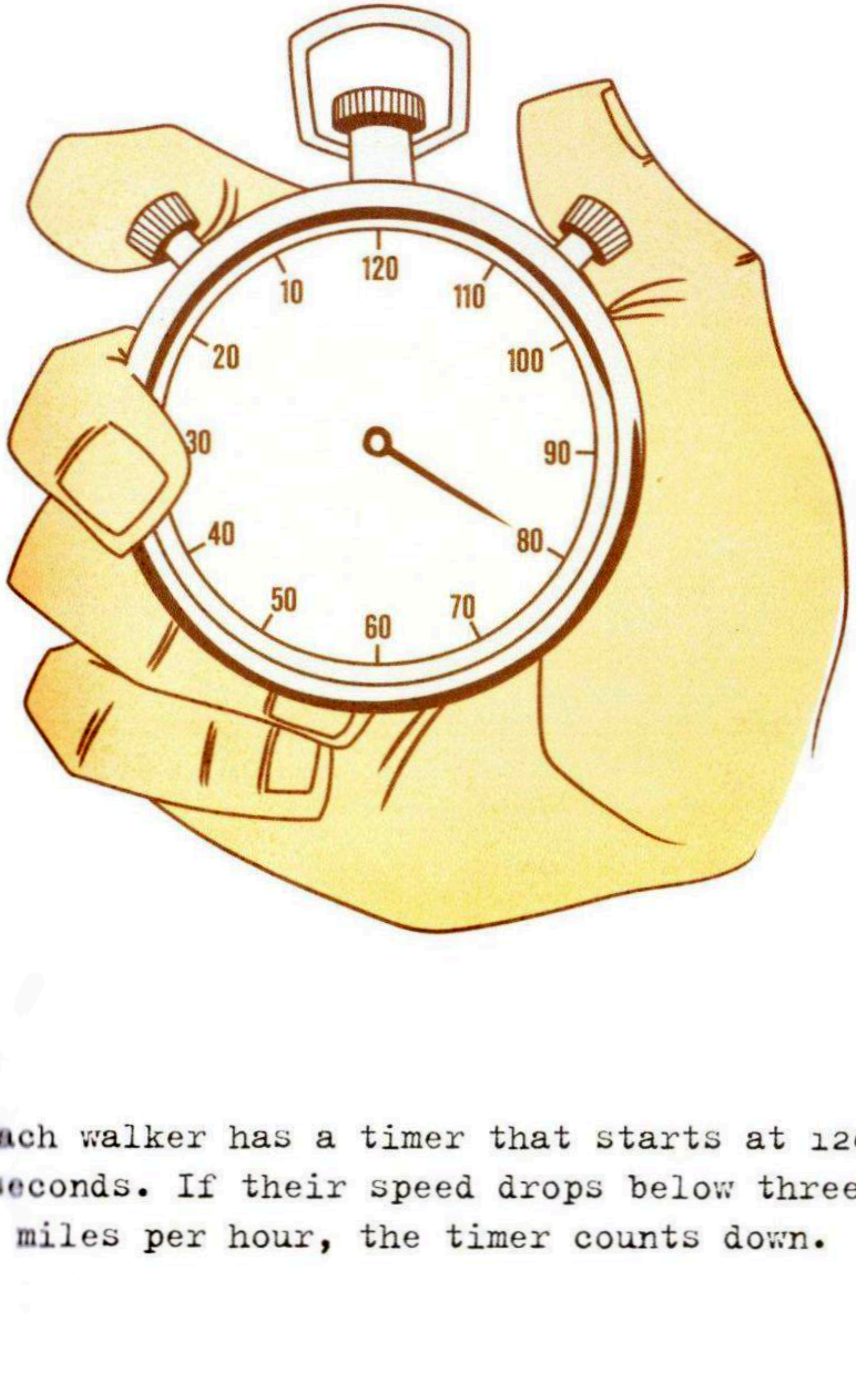
RULE 4: WINNER

The last competitor remaining alive is the winner.

RULE 5: THE PRIZE

The winner receives whatever they want for the rest of their life.

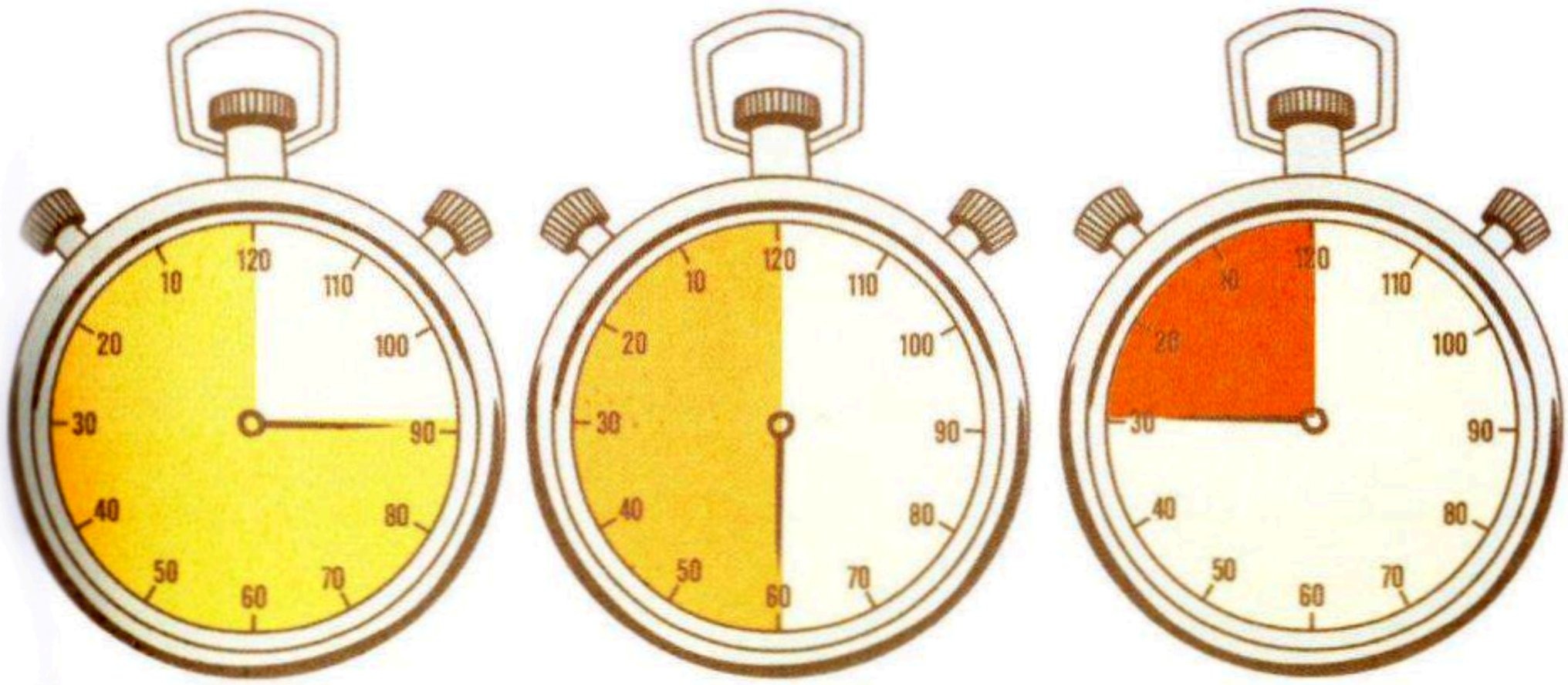
RULE 6: WARNING TIMER



Each walker has a timer that starts at 120 seconds. If their speed drops below three miles per hour, the timer counts down.

RULE 7: WARNING THRESHOLDS

Walkers receive warnings when their timer reaches:



90 seconds
(First Warning)

60 seconds
(Second Warning)

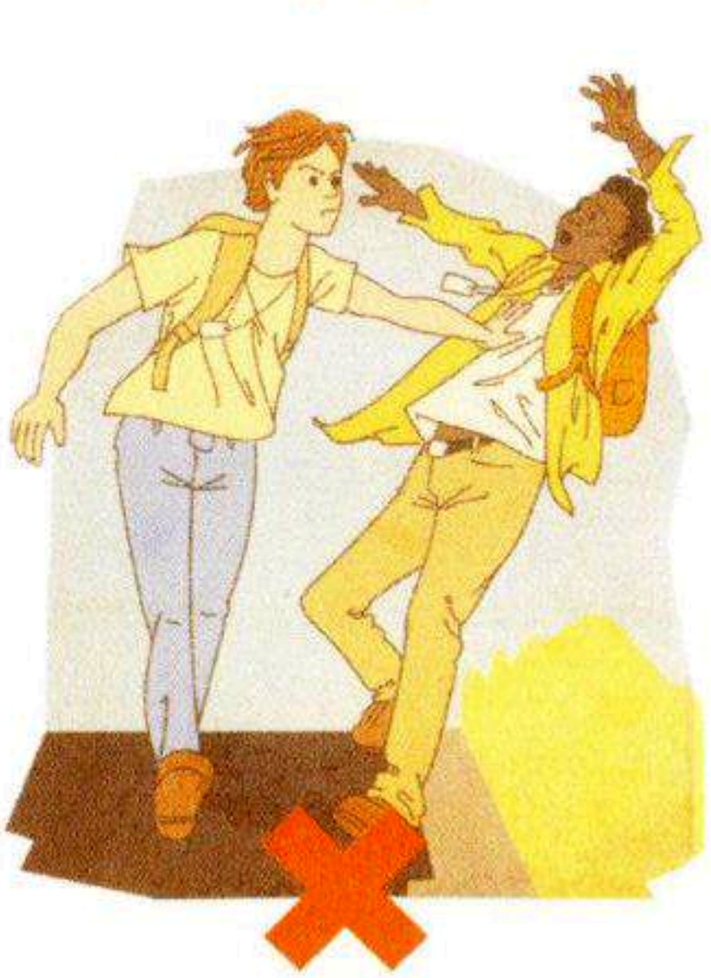
30 seconds
(Third Warning)

RULE 8: TICKET

A walker receives a "ticket" (elimination)
when their timer reaches zero.

RULE 9: TICKET VIOLATIONS

Actions that result in an immediate ticket include:



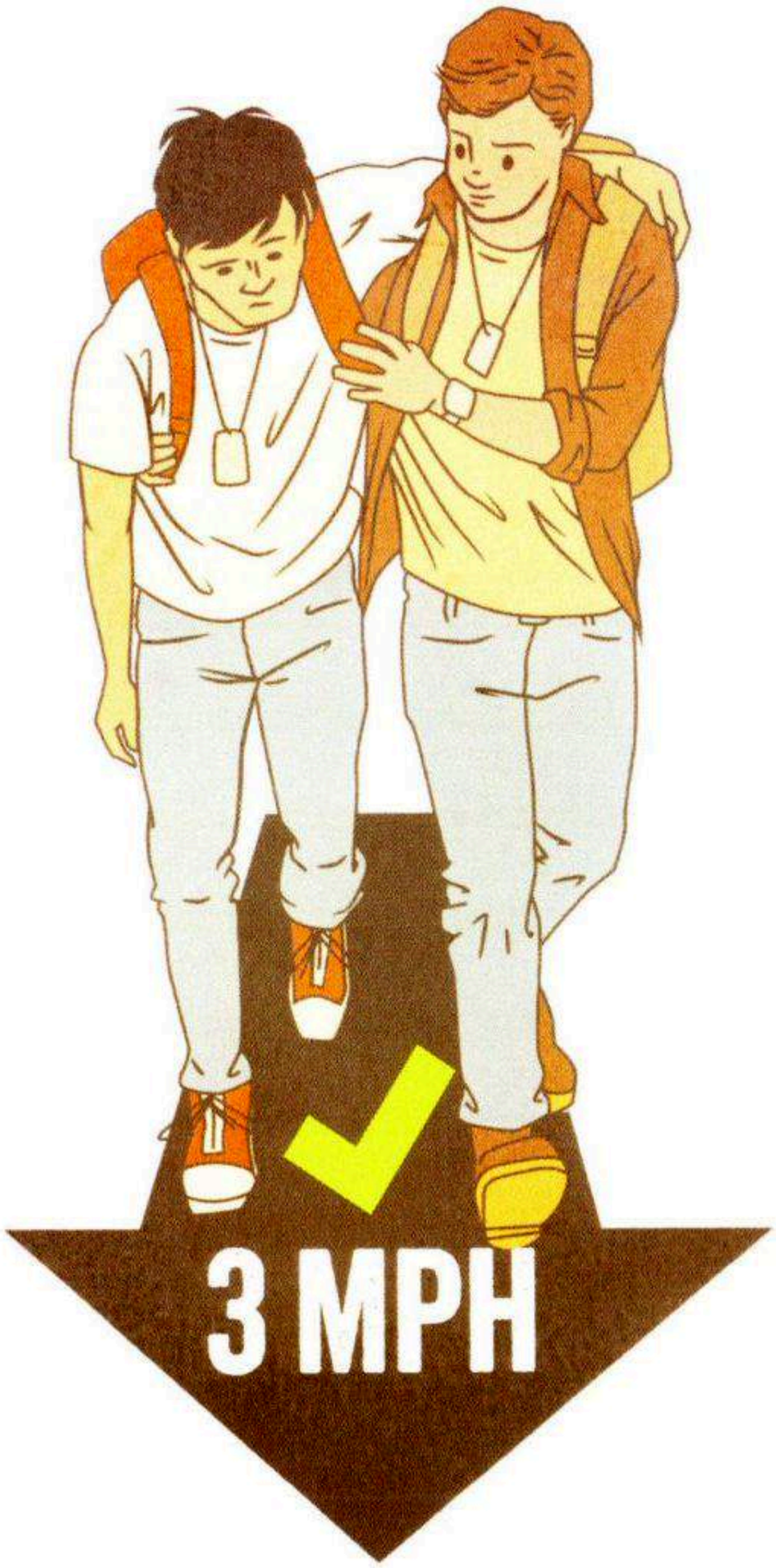
- ✖ Leaving the road.
- ✖ Attacking a halftrack.
- ✖ Accepting outside assistance.
- ✖ Interfering with another walker.

RULE 10: OUTSIDE AID

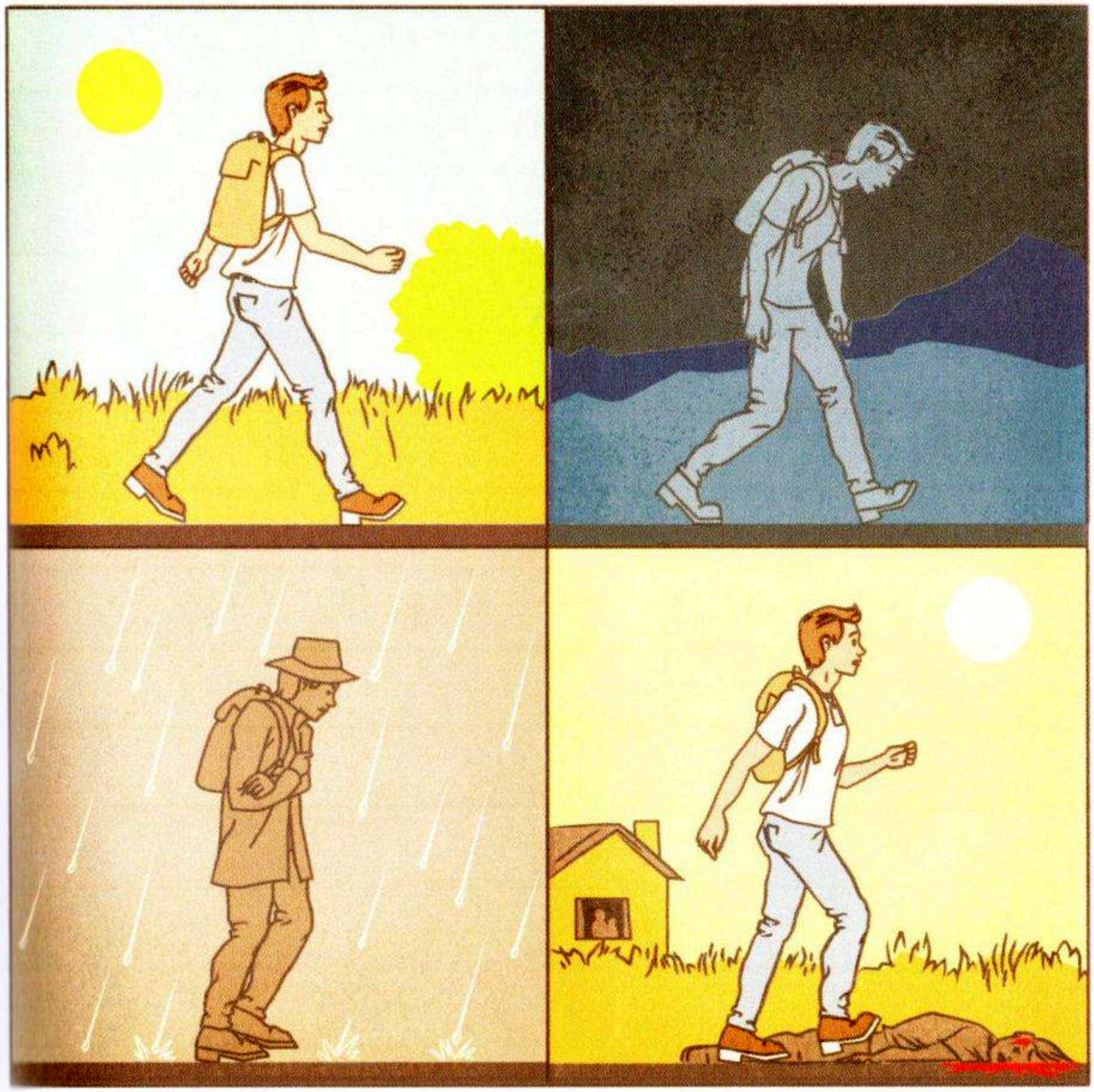
Contestants cannot receive any outside aid whatsoever.

RULE 11: HELPING OTHER WALKERS

Walkers may help each other if they maintain the required speed.



RULE 12: NO STOPPING



A walker never stops for any reason,
including bad weather.

RULE 13: NO FINISH LINE

Walkers must walk continuously day and night.

Notes

NAME:	MILE: